

CHAPTER III

RESEARCH METHOD

A. Research Design

The researcher used a narrative inquiry approach in this research, which is a type of descriptive qualitative research that focuses on the medium used by students to enrich their vocabulary outside of the classroom. Narrative inquiry is a method of describing people's lives by gathering and telling their stories in the form of written narratives that reflect their life experiences (Creswell, 2012). Qualitative research seeks to understand the meaning of an individual or group as well as to investigate social or human problems. Furthermore, qualitative research seeks to describe and analyze a phenomenon, event, social activity, attitude, or perception of an individual or group. Qualitative descriptive research using a narrative inquiry approach is more appropriate for this purpose (Sutopo & Arief, 2010).

B. Research Setting

The researcher researched in 7th grade students in Banjarmasin, South Kalimantan. Mobile Legends itself occupies the position of the most popular mobile e-sport in Indonesia compared to other popular mobile e-sports, such as PUBG Mobile, and Also Free Fire. Banjarmasin City is the capital of South Kalimantan province, technological developments, including online games, there is no doubt about the number of players (Kumparan.com, 2021). The

researcher also chose to conduct research here because this region where currently the researcher is studying. Furthermore, the researcher knows that some 7th graders in Banjarmasin play Mobile Legends: Bang-Bang game, thus making this region suitable to be a place of research.

C. Participant

The research focused on 7th graders in Banjarmasin. The researcher used a purposive sampling method with four criteria as follows:

1. The number of participants in the research was five. Each participant came from a different school.
2. This research was conducted on 7th graders because at this level, students began to learn English in Indonesia. In Indonesia, students are required to learn English starting in the 7th grade, so enriching vocabulary is considered quite influential.
3. Participants are students who come from junior high school or their level in Banjarmasin. Banjarmasin is the capital of southern Kalimantan Province, the distribution of technology in the capital city is better than in the village.
4. To avoid data bias, the researcher focused on Mobile Legends: Bang-Bang (MLBB) players who had been playing for approximately six months using English language system in game.

D. Data

Data is defined as a textual or numerical representation of information or notes on a collection of facts (sequence of numbers, letters, images, etc.). Typically, data is structured but lacks any information for use in specific contexts (Mohajan, 2016).

Data taken in this research were qualitative data. This data is sourced from interviews with students who have been playing mobile legend for at least six months. Data is an essential aspect of conducting qualitative descriptive research.

A data source is a person, thing, or place that provides research-related information. Words and actions are the primary data sources in qualitative research. More data, such as documents, is available (Moleong, 2018). The primary data source in this research interviews.

E. Technique of Data Collection

In this research, the data was collected using interviews and observations.

1. Interviews

Interviews or question-and-answer sessions are among the best ways to learn or explore profound information from someone in research. An interview is a conversation that aims to elicit information in the form of a description of the person being interviewed life in relation to the

interpretation of the meaning of the 'described phenomenon (Kvale, 1996). Furthermore, interviews are extended conversations to get in-depth information about a particular topic or subject, and through which phenomena can occur and be interpreted in the sense of meaning carried by the person being interviewed (Schostak, 2005). Interviews were conducted to obtain accurate responses and information about the medium to enrich vocabulary outside the classroom.

2. Observations

Observation as a study involving a systematic recording of a phenomenon or a particular behavior observed in the natural environment (Gorman & Clayton, 2005). Observation is one way of collecting data by someone to feel and then understand the knowledge of a phenomenon. The number of periods and the time in the observations made depend on the collected data type. In this case, the researcher observed how the students used Mobile Legend to enrich vocabulary outside the classroom.

F. Data Analysis

The descriptive qualitative analysis was used to collect the data. The purpose of qualitative descriptive analysis is to analyze, describe, and summarize various conditions and situations based on data collected in the form of interview results or observations about the problems studied in the field (Winartha, 2006). In qualitative research, all investigators or researchers focus

on the problems being studied, guided by the conceptual or theoretical framework (Rusandi, 2021).

In this research, the researcher followed some steps by Miles and Huberman, in analyzing the data which is called as Interactive Analysis Model that consists of data collection, data reduction, data display and drawing conclusion (Miles & Huberman, 1994).

1. Data Collection

The researcher took the data through recorded data during an observation which was collected from the observation sheet/guide and interview with the students about students' perception on Mobile Legends: Bang-Bang (MLBB) as media to enrich vocabulary outside classroom.

2. Data Reduction

On this data reduction section, there are two options: living in technique and living out the technique. It means that the selected data are covered in the desired data and remain in the living in data, while the unselected data are covered in the living out data. Data reduction in this research concerned the data obtained from statements and interviews with 7th graders students. A few statistics were required to complete the information, but some of them were no longer required. As a result, unimportant information was reduced by the researcher.

3. Data Display

The process of displaying data simply in words, sentences, narrative, table, and graphics in order to master the data collected is presented in the data display. The data displayed in this research consist of information about the student perception of Mobile Legends: Bang-Bang (MLBB) as a medium to enrich vocabulary outside of the classroom by the researcher in order to reach the appropriate conclusion.

4. Drawing Conclusion

The final phase of this research is concluding, in which the researcher summarizes the discussion. It was the final step in analyzing the findings of this research. Following the presentation of the data, a conclusion was reached. There are two types of conclusions in this case: temporary drawing conclusions and final drawing conclusions. The researcher could use the temporary conclusion as the final drawing conclusion if it was valid and could answer the research problem. If it was not valid, the researcher should repeat the process beginning with displaying data to determine whether the data displayed is consistent with the formulation of research problems or not.